

Romain Viala

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Jr 3D Animator

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Movies and video games enthusiast, brought up between theater and new technology, fascinated by the movement and computers, I became a 3D animator to gather all I love, in my job.

Self-taught, dynamic, rigorous, having a good sense of observation, and cheerfulness, I also have a solid training in 3D and especially in animation, essentially on Maya, with an efficient output.

SPECIFIC KNOWLEDGE:

Languages :

- _French (*native language*)
- _English (*professional*).

Computer skills :

- OS :** PC (Windows XP, 7, Linux), Mac (OSX, IOS), Android
- 3D :** Maya, ZBrush 4, Softimage (animation), 3dsMax, Nuke, Motion Builder, Unity 3D
- Graphic / Video:** Photoshop, Premiere, After Effects, Illustrator, AVID
- Others :** MS Office, Open Office, TTP, Jira, Spira, breakdown, installation...

PROFESSIONAL EXPERIENCE :

Trainer Image/Film Analysis (*April 2013 – Present Day*)

- _Trainer for Still Images and Film Analysis
- _Artistic monitoring for students projects (1st, 2nd and 3rd grade)

Art Director/3D Generalist, mobile indie game (*February 2013 – Present day*)

- _In charge of the artistic direction: 2D, 3D, Sound/Music, Marketing strategy, Game design.
- _Modeling, texturing, rigging, animation of various biped with facial animations on Maya/Unity 3D

3D Generalist, indie game IOS/Android *Cancelled* (*January 2012 – January 2013*)

- _Modeling, texturing, rigging, animation of cartoony-talking hamburgers and props/environment on Maya/Unity 3D
- _Co-designer of the tablet version

Render Wrangler, at Mikros Image Montreal, for Asterix 4 (*June / July 2012*)

- _Render farm management, Pipeline on Maya / Nuke + intern tools on Linux

Freelance 3D Animator, Undisclosed movie (Underdogs prod) (*April / June 2012*)

- _Realistic keyframed animations except cloth and facial expressions(1 min), most of this short movie animated in MoCap.
- _Pipeline on Softimage with GEAR and Springs plugins

LQA Tester, at Babel Media Montreal (*December 2011 – September 2012*)

- _Tests, revisions, translations and bug reports on all platforms video games, including AAA (PC, Consols, Tablets, Smartphones)
- _Software in use: TTP, Jira, Spira, Bugzilla et intern software.

Student in 3D CG @ E-TribArt, animation specialization (2010 - 2011)

_3D generalist on *Maya* : modeling, texturing, photorealism, lighting, compositing.

_Modeling on *Zbrush 4* : Zsphere, Subtools, texturing, retopology.

_3D Animation on *Maya* : animation principles, cycles (walk, run...), weight, bipeds anatomy, facial animation, lip-sync, writing, acting.

_Graduation: **Lead CG Artist/Animator 2D/3D** - RNCP level II (French Baccalaureat+3)

Assistant Director / Assistant Editor / Stage Manager (2001 - 2002)

- Assistant director (TV) on « Les Feux de la Rampe » (dir. Philippe Azoulay).
_preparation of the different sets.
- Assistant Editor of Roberto Luciague, Responsable Vidéo at Conservatoire National Supérieur d'Arts Dramatique (Paris)
_various help during acting class (put of microphones, camera settings, sound recording...).
_shooting and edition (AVID) of a concert (Pascal Sangla) at CNSAD.
- Stage manager at Conservatoire National Supérieur d'Arts Dramatique (Paris)
_setting up the lights.
_help for light and sound during shows.

OTHER PROFESSIONAL EXPERIENCE :

Primary school Teacher (2006 - 2011)

_Teaching all disciplines of French Primary School, from first year of kindergarten to last year of elementary school, and also handicapped and deficient pupils.

Shop assistant (2003 - 2004)

- Fruits and Vegetables department at Metro France (Montpellier), food wholesaler.
_shelving and labeling.
_reception et distribution of products.
_advices, booking, order taking.
_quality assurance.

Versatile computer technician (1999 – 2000)

- At Espace Culture Multimédia Diago-Kawenga in Montpellier (France)
_set up, direction, video edition and on line publishing of movie stars interviews for website.
_technical support and Internet access management of Internet café users.
_technical support for events organization.

VOLUNTARY WORK :

- _Stage manager (light and sound) for university shows and amateur theater company.
- _Writing, direction and video edition of short and medium length movies and documentaries.
- _Filming and video edition of amateur theater plays.
- _Actor in an amateur theater company for years.
- _Singer and saxophonist in a pop-rock band.
- _Tenor choir singer and soloist in two Gospel choir.
- _Computer technical support.

TRAININGS :

2011 – 2013 : Self-training to After Effects, Illustrator, XSI, Nuke, 3DS Max, Motion Builder, Unity 3D and improvement of 3D animation skill (DVD, Internet).

2010 – 2011 : Training in 3D generalist, 3D Animation specialization (Maya).
E-tribArt Institute (E-learning training). Trainers : Laurent Bertran de Balanda, Cyril Cosentino, Frédéric Bonometti.

Graduation: **Lead CG Artist/Animator 2D/3D - RNCP level II (French Baccaureat+3)**, 3D Generalist, 3D Animation

2005 – 2006 : Graduation of Competitive Examination for Primary School Teacher.
Training at Institut Universitaire de Formation des Maîtres de Nîmes (Gard, France)

1999 – 2003 : Bachelor of Arts (Cinema)

At Montpellier's University III (France)

HOBBIES :

Video Games (PC, Wii) Last Games : *Deus Ex : Human Revolution, Star Wars The Old Republic, Assassin's Creed, BulletStorm, World of Warcraft*

IT (software and hardware), movies, food, music (guitar, percussions, saxophone, singing).